

THE OLD MAN AND THE Z

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Background

He looked like he had a thousand stories, everyone's idea of a grandpa, but only one you saw in photographs to be spoken of fondly by those who knew him. Seeing him in person you feel fortunate to have done so, but he never let on that he cared about your interest in his life. His sleeves were full of holes and even in the events of the outbreak, would have likely been abandoned for something else scavenged from a discarded suitcase or a department store. But clearly Rufus wore this because it was familiar and comfortable. He had tattoos... shitty ones. Got them in prison no doubt. Sure enough, he did (since one of my friends was dumb enough to ask). Rufus had a daughter he hasn't seen in nearly a decade. He said he started his career as a commercial fisherman in order to get his daughter money. He caught crabs in the Bering Strait and put every penny of it into an account his ex-wife couldn't touch. He laughed when he thought of how mad his wife was when she realized there was almost forty thousand dollars she had no way of getting. The sad truth of it though was that this was as much of the story as even he knew to tell. Like everyone who yet lived, it was a second act with everyone waiting with baited breath as to what would transpire as our days ticked ever closer to the end. As far as he was aware, that money sat in the bank right up until the first reports of illnesses tearing through China and Eastern Europe were reaching the shores of America.

To be quite honest, it was nice to wonder about someone else's life for a change. We've all been so worried every damn day since the outbreak about what came of our friends and family, that the luxury that is the lives of strangers seemed so distant.

This might just be a roundabout way of saying that I was just glad for a night of sleep... like, real sleep. The kind you forgot existed. Not a quasi-meditative half sleep that was prepared to go to full alert if a twig snapped outside; but the kind of sleep that was utterly without fear of death, to be rocked gently by the waves to slumber. With Rufus at the helm you were not afraid of running aground or getting lost beneath the surface.

Even though I paid my way for the travel on his boat, the Charon's Folly, we were still expected to work. I hardly minded though. It was good to do something different than on land... doing rounds to check for breaches in the fence, keeping an eye out for anything even remotely edible... here you had a fairly steady diet of fish and rinsed seaweed he pulled from the surface and dried in the sun. It was utterly different and it was an experience I was glad for, if only to break up the doldrums of day-to-day survival.

This focuses on the use of a unique non-player character: a sea captain of a small sailboat who has found a niche as a ferryman and a supplier of fish to mainland vendors. His own story is much deeper than this. His own drama can become intertwined with that of the player characters.



Setting

The undead, drawn in by the light of the flare, will attack the characters. Run the encounter normally, but characters that have the sense to extinguish the flare will require a GM to make an

Encounter% to see if the undead can pursue the characters as they flee in darkness.

Part 1: Trustworthy

Rufus is known to many by name and by reputation. He kept to himself and so he was thought of as a curmudgeon who rolled into port every couple of weeks to unload fish, buy some supplies and return out to sea again.

The characters begin their story with Rufus here. This is best when woven into the events of the existing scenario as opposed to it being a scenario all its own.

The following are hooks that can be used that can be worked into an existing campaign.

- Valued customer; Should the characters frequent strongholds that have a dock or docks in general, a character can be familiar

enough with Rufus to know what he values the most to trade

- The characters use Rufus to ferry them to a distant location. For instance, the Ghost Ship scenario in the Chimera Strain Series book.
- The characters are known to Rufus who actually makes a special request of them for a specific kind of medicine that he needs. Getting it will ensure you have his trust.

You defend him and his ship from pirates or attackers at the docks.

Having established this relationship, you can proceed to Part 2.

Part 2: Loyal

After earning Rufus' trust as described in Part 1, you may undertake some other missions involving Rufus.

Rufus invites you aboard his ship with a free trip as thanks for being so good to him. As they board, the survivors sense that there is something else going on.

Sure enough, as the sun sets, he puts the sails down and as everyone prepares for rest Rufus reveals that he has a tremendous favor to ask.

The letter details that the bank account that he set up with money for his daughter was emptied shortly before the outbreak struck. He suspected his ex-wife, but there is a chance that his estranged daughter finally took the money she was given almost a decade earlier... either way, he wants to know.

Aside from his gratitude, he offered a key to his safe deposit box and said that if they could get it open, they were more than welcome to what was inside.

Scope

This Mission is essentially a "Supply Run" mission to the OneTrust bank branch Rufus indicated and will use the same{SC%} and Special Rules.

List of Objectives

- Travel to the OneTrust Bank (varies, see Travel on pg.xxx of the Gamemaster's Guide for reference)
- Search the OneTrust Bank on the mainland. ⚡ 30
- Optional: Find the bank key for the Safe Deposit Box. ⚡ 15

Rewards

Success: ⚡ 150

Risk Factors

Starting Risk: ⚠ 5

- Noise
- Environmental Modifiers

Timeline of Events

Assuming that the start point is ⌚ 0, list important events beyond the survivor's ability to control.

- ⌚ 1 - Depart from the docks.
- ⌚ 6 - The first patrol of the Vigilantes at the OneTrust Bank departs
- ⌚ 15 - The patrol of the Vigilantes at the OneTrust Bank returns.

Note: Pay attention to when characters arrive at OneTrust Bank and when they ultimately decide to depart. The survivors may encounter a returning patrol if they wait around too long.

If events during certain periods of ⌚ come with scripted notes, have them refer to a note in the last section for what transpires.

Opponents

Vigilantes pg.106 Gamemaster's Guide

Infected pg.161 Gamemaster's Guide

LOCATIONS

ONETRUST BANK, EXTERIOR

Ransacked fairly early on (back when money had any value), the OneTrust Bank branch indicated by Rufus is situated downtown. It has since been a base of operations for a group of vigilantes, since the building is so well fortified.

Reality Check: A GM can choose any bank that they want on a map so long that it is situated inland from dock to be OneTrust Bank.

Upon approaching the OneTrust Bank, the Survivors will see patrols of Vigilantes. It is unlikely that they will be avoided long enough to search the bank building thoroughly.

The Vigilantes will need to be lured away or fought and driven off.

Fighting: Survivors will have to fight 1d6+2 Vigilantes with 😊6

Lure: Survivors are able to draw off the Vigilantes by means of noisemakers and corralling Infected towards the bank.

ONETRUST BANK, INTERIOR

The interior of the bank reveals many unsettling details that are best not to consider for very long. Human remains litter the rotunda and the piles of luggage scavenged or likely stolen from refugees in a nearby camp. Anything of value has long been stripped from the area.

It is hard to know where to even begin.

The Main Office

The obvious place to look for records is in the main office. They will find it in the back, behind the counters where customers once lined up... or panicked when the collapse of society became imminent.

Characters must search the OneTrust Bank for records of the account closure. They can reference number of <OneTrust Letter> to see if there are any physical printed records associated with it.

If they search the filing cabinet using the reference number, they will find a signed document indicating the closing of the account.

Looking at the letter, the signature is that of Rufus' daughter.

GM Note - The Key: Characters will not find the corresponding safe deposit key in the office. Perseverance is the key here, if the survivors wish to continue to the vault without the key, then go to the next section.

THE VAULT

However the survivors got access to the interior of the OneTrust Bank they will make their way to the vault.

The Vault was unsurprisingly ransacked and the vault door and the gates leading up to it were left wide open, but the outermost gate is still closed. Based on the evidence, it is clear that the overall gated area was used as a makeshift prison.

Encounter - Vault

Upon entering the vault, the prisoners once there and have been left for dead return as infected and attack.

■ Infected (3x)

It is obvious that much effort has been expended in trying to pry the safe deposit boxes and many keys (the bank copy) were used and left in the lock whenever possible.

Safe Deposit Box

The key for the Safe Deposit Box was left in the keyhole of all boxes... it appears that at some point in time, the second lock was tried to be picked as the bank's copy of the key was left in the keyhole... survivors having the right key will easily find the right box and will be able to open it.

Upon opening it, the survivors find it is filled with sliver bullion coins, along with some keepakes and important (but now fairly useless) documents for Rufus.

Mementos

If the characters pass an {Empathy%} then they will study the keepakes think to return them to Rufus. This will gain Reputation +10.

Among the mementos are:

- Rufus' birth certificate
- A letter of his honorable discharge from the U.S. Navy
- A Passport

NPC'S

Rufus

👊 Strength: 35
👁 Perception: 44
❤ Empathy: 35
🧠 Willpower: 50

Special

Prescription Reliant

Note: If one or more of the NPCs is a Rag and Bone Man or the Scenario features a Stronghold with an Economy, fill out the Market/Barter Catalog section.

Market / Barter Catalog

- Fish (🏠 10)
- Flare Gun (🏠 50)

GEAR

Flare Gun: ○○ Using this flare at the shore will signal to Rufus to arrive to meet the Survivors. Unfortunately it is highly unsuitable, so it will add ⚠5.